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# The design of personal mobile technologies for lifelong learning

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### Abstract

This paper sets out a framework for the design of a new genre of educational technology – personal (handheld or wearable) computer systems that support learning from any location throughout a lifetime. We set out a theory of lifelong learning mediated by technology and indicate how it can provide requirements for the software, hardware, communications and interface design of a handheld learning resource, or HandLeR. The paper concludes with a description and formative evaluation of a demonstrator system for children aged 7–11.



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### Keywords

Architectures for educational technology systems; Human–computer interaction;

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